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| Common Questions | Fist Of Heaven & Hell | Vaadin Videos | Dengue |
| Challenges | Developing an entire game in just 1 year | Developing and entire Youtube like website in just 2 weeks | Develop a prediction model without any feedback from the professor |
| Mistakes/Failures | Not communicating the entire scope of the game at the start and not scoping some tasks correctly | Not realizing the short amount of time available to develop the project | Not searching for tips about the project online sooner |
| Enjoyed | Developing an experience with a very in-depth story | The rewarding feeling of accomplishment after finishing the project | Developing an accurate prediction model |
| Leadership | Indicating what was and what wasn’t important in the project | Indicating what each team member had to do and helping them if needed | Helping other students who needed help developing their projects |
| Conflicts | Discussing certain aspects of the project’s documentation images | Team members violating the pattern established in the project and fixing it afterwards | Having to chance certain parts of the model after discussing it with the professor |
| What You’d Do Differently | Allow people outside the project to test the game sooner | Rethink the project and maybe choose another one | Set up version control better |